SLAP SHOT
SUPER PRO HOCKEY

No. 9003

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INSTRUCTIONS

FOR ONE OR TWO PLAYERS

SLAP SHOT — SUPER PRO HOCKEY

OBJECT OF THE GAME

Score more goals than your opponent. Each goal scores 1 point. Game ends after three 20 minute periods (no overtime).

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. SLAP SHOT — SUPER PRO HOCKEY title screen appears. Press any hand controller key or the **DISC** to continue.

You can play SLAP SHOT — SUPER PRO HOCKEY against the computer or against a friend. You can be either the ***Home Team*** or the ***Visiting Team***.

Using either hand controller, select 1 for the Home Team to be controlled by the left hand controller, 2 for the Home Team to be controlled by the computer. Press **ENTER**.

Select the skill level of the Home Team. You can play SLAP SHOT — SUPER PRO HOCKEY at any of four team skill levels, which determine the maximum speed of skaters and their shots. Select the skill level for the Home Team — 1 (AMATEUR) to 4 (SUPER PRO), then press ENTER. The lower the skill level for your team, the greater the challenge for YOU.

The Home Team has now been signed up; repeat the procedure for the Visitor Team, which is controlled either by the right hand controller or by the computer.

Note: The two teams can play at different skill levels; use these levels to handicap players. An experienced player with a rookie team is a fair match for a novice with a super pro team.

THE RINK

The Home Team's net is at the left of the screen; the Visitor Team's net is at the right. Above each net is that team's penalty box; in the center of the rink is the red face-off circle; and, at the top of the screen, the scoreboard.

In the center of the scoreboard is the time remaining in the period. This clock starts at 20 minutes and counts down (simulated time). Above the clock are 1 to 3 red lights, indicating the period.

THE PLAYERS

The players skate onto the ice. There are four players on a side, one of whom is the goalie. The Home Team is wearing TAN, the Visiting Team is wearing BLUE.

You control one player at a time using the hand controller **DISC**. If you are the Home Team, the player you control will change from TAN to RED; if you control the Visitor Team, the player you control will change from DARK BLUE to LIGHT BLUE. The other players on your team will automatically back you up.

Note: Both goalies are always under automatic control.

The player you control skates in the direction you press the **DISC**. The player starts slow, but gains speed quickly ONLY AS LONG AS YOU HOLD DOWN ON THE **DISC**. If you let go of the disc, the player slows to a stop. If you change direction, the player slows down to make the turn. To reach maximum speed, keep the disk held in one direction.

When playing offense, you always control the player with the puck. When a player on your team receives the puck in a pass, control will automatically switch to the receiving player. (You never control your goalie; after receiving the puck, your goalie will immediately pass to one of your other players.)

When playing defense, you choose which player you control by pressing 0 (Zero). Each time you press 0, control switches to the next member of your team. (You cannot select the goalie.)

FACE-OFF

A face-off occurs at the beginning of each period and after every goal to determine which team gets possession of the puck. A Home and a Visitor player assume positions facing each other in the face-off circle. Remaining team members assume positions around the rink.

Either player presses the **DISC**. After a moment (in order to make it fair for both sides) the puck appears in the center of the face-off circle and the 20 minute clock (simulated time) starts counting down.

Skate toward the puck — the player who touches the puck with the stick takes possession.

OFFENSIVE MOVES

PASSING AND SHOOTING

Press 1 through 9 (except 5) to pass or shoot the puck. The position of these eight keys on the hand controller determine the direction of the shot; for example, press 2 to shoot up, press 9 to shoot diagonally down to the right.

The speed of the puck depends on how fast you are moving in the direction of the shot!

Note: You MUST release the **DISC** before shooting!

SLAP SHOTS

These are your hardest and fastest shots! Pressing either **TOP SIDE KEY** shoots the puck in the direction you are skating. Pressing either **BOTTOM SIDE KEY** shoots it even faster!

DEFENSIVE MOVES

INTERCEPTIONS

You can intercept the puck by skating into its path, making contact with your stick. Always stay alert for rebounds and free pucks! Other members of your team can also intercept; control will automatically switch to the player with the puck.

STEALING THE PUCK

You can steal the puck by tripping the player with possession. Skate next to the player and swing your stick (press a **SIDE KEY**). If you're close enough, the player will momentarily tumble, leaving the puck free and the player you stole the puck from flat on the ice!

Note: You cannot trip a goalie or a member of your own team.

PENALTIES

It is illegal to trip a player who does not have possession of the puck. If you do it (and if you're CAUGHT) the referee's whistle will sound and you'll be sent to the penalty box for 2 minutes. A clock appears next to the box to count down the penalty (simulated time).

No more than one player from each team can be sent to the penalty boxes at the same time; if you have a player in the penalty box, it is impossible to trip an opposing player.

When penalty time is up or a goal is scored against the short-handed team, the player returns to the ice. If both teams have a player in the penalty boxes and either team scores, neither player returns to the ice since neither team is short-handed.

Penalty time remaining does not carry over from one period to the next.

STRATEGY TIPS

A hard, long shot can knock the goalie down. While the goalie is down, the net is defenseless! Regain control of the puck and shoot!

Although illegal, you can frequently get away with tripping a player without the puck. Tripping a player set to receive a pass gives you a chance to steal the puck — if you're willing to risk getting caught.

To get around an opposing player, try passing the puck directly to him! As soon as he gets possesion, trip him, steal the puck back, and keep moving! Similarly, let the opposing player take the puck in a face-off, then trip him and steal the puck! Take advantage of the time the player is down!

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